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|  | ***Individual******1 pts*** | **Needs Work** **2 pts** | **Plays Well With Others** **3 pts** | **Cooperative Genius** **(N/A)** |
| **Teamwork** | *Individual*  *Refuses to be part of the group. Continues to be an individual.* | Needs Work  Puts individual desires and needs ahead of the group’s needs. | Plays Well With Others  Works with the group to help to accomplish the goal. | Cooperative Genius  Puts the needs of the group ahead of own personal needs |
| **Strategy Building** | *Individual*  *Does not contribute to the group development of strategy.* | Needs Work  Helps to build the strategy with the class, but only when their idea is being implemented. | Plays Well With Others  Works to put together a strategy whether or not it was their idea. | Cooperative Genius  Can develop a strategy with the group; help to modify the strategy if it doesn't work whether or not it was their own idea. |
| **Participation** | *Individual*  *Does not participate in the group activity* | Needs Work  Does enough to get self though the activity | Plays Well With Others  Does enough to get self through the activity and works to help others | Cooperative Genius  Goes above and beyond the call of duty to get the job done. |
| **Step Outside Your Comfort Zone** | *Individual*  *Will not challenge him or herself to do anything difficult.* | Needs Work  Rarely will attempt to do something outside of their comfort zone. | Plays Well With Others  Will attempt difficult tasks outside of the comfort zone. | Cooperative Genius  Will attempt tasks outside of their comfort zone and will encourage others to do the same. |

***Cooperative Games rubric***